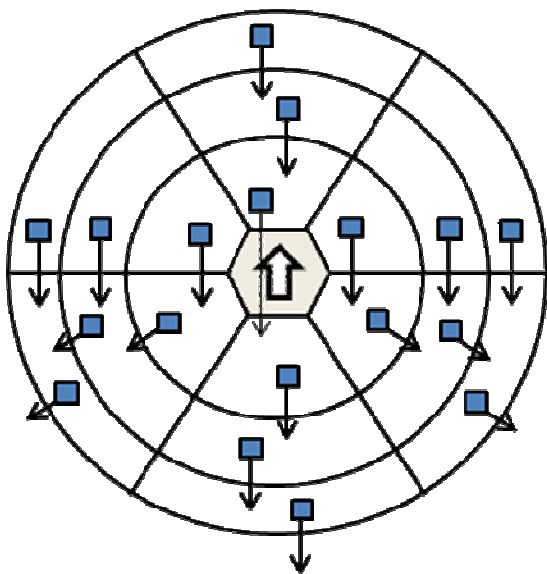


WEATHER TABLES				
WEATHER				
	MONTH (2D6)			
	May - Aug	Sept, Oct	Nov – Feb	Mar - April
Clear	7-12	8-12	9-12	9-12
Overcast	5, 6	6, 7	8	7, 8
Fog	4	5	-	6
Mud	3	4	-	4, 5
Mud+Overcast	2	3	-	3
Snow	-	2*	2-7	2*
Note: *March & October only, otherwise overcast				
SNOW TABLE (2D6)				
Dec – Feb: +1. Mar or Oct: -1				
11 - 12	Falling Snow			
9, 10	Ground Snow			
7, 8	Ground Snow & Falling Snow			
5, 6	Deep Snow			
2 – 4	Deep Snow & Falling Snow			
WEATHER EFFECTS				
Fog, Falling Snow: (1) Spotting and combat possible at close range only. (2) Treat all direct fire as if passing through smoke.				
Mud, Deep Snow: (1) See Movement Table. (2) See Time Use Table.				
Overcast: (1) Roll 1D6 at the beginning of each hour. 1-5 = no rain, 6 = rain. Once it is raining, roll 1D6 at the beginning of each hour. 1-5 = rain, 6 = rain stops. (2) No air strikes.				
Rain: (1) Rapid Smoke Depletion. (2) After 2 hours of rain in one day, mud conditions exist.				
Falling Snow: Snow may stop at the beginning of each hour. Roll 1D6. 1-5 = Snow continues, 6 = Snow stops. If snow stops, roll 1D6 at the start of each hour. 1-5 = no snow, 6 = snow. (3) No air strikes.				

Movement Diagram



TIME TABLES		
TIME ELAPSED TABLE		
Time elapsed = 1D6 hours past sunrise.		
Ammo expended = 2 x HE per hour & 1 x MG ammo per hour.		
SUNRISE - SUNSET CHART		
Month	Sunrise	Sunset
July, August	5:00	19:15
September	5:30	18:15
October	6:30	17:15
November	7:15	16:15
December	7:45	16:00
January	7:45	16:30
February	7:15	17:30
March	6:15	18:00
April, May, June	5:15	19:00
TIME USE TABLE		
Enter new area on road	30 mins	
Enter new area on road (board A: 1945 or board C: 1944-45)	15 mins	
Enter new area not on road (not forest)	45 mins	
Enter new forest area, not on road	60 mins	
Combat occurs in new area	15 mins	
Check adjacent area for enemy resistance	15 mins	
Replenish ammo. (1D6): 1941: 3-6 arrives. 1942-43: 4-6 arrives. 1944-45: 5-6 arrives.	60 mins	
Artillery support (1D6): 3-6 arrives	15 mins	
Air support (1D6): 1941/42: 3-6 arrives. 1943: 4-6 arrives. 1944: 5-6 arrives. 1945: 6 arrives.	30 mins	
Replace incapacitated crewman	30 mins	
Notes:		
1) No air strikes possible with overcast, fog or falling snow.		
2) Movement +15 mins in mud, fog, rain, ground snow or deep snow.		

AMMO AVAILABILITY

HE: Unlimited for all Guns
AP: Unlimited for all Guns
HEAT: 75 s only. 1D6-2 rounds each day (minimum of 0). These gave low velocity guns better anti-tank capability.
HCBI: Not available for any L or LL gun. 75 s = 2D6 rounds each day.
HVAP: L or LL guns only. 1941 = 2D6-2. 1942 = 1D6. 1943 = 1D6-1. 1944 = 1D6-2. 1945 = 1D6-3 (each day).

DEPLOYMENT TABLE

Dice Roll (2D6)	Starting Condition
10 - 12	Hull Down
7 - 9	Stopped
1 - 6	Moving
Advance Scenario: -2 1945: +2 If Stopped or Moving, Roll 2D6. On a roll of 9 you are "lead" panzer. (Counter Attack: Always "Hull Down")	

FRIENDLY ACTION

Roll 2D6 for each enemy unit on the battle board to see if it is obscured by smoke or knocked out. If the number rolled (before modifiers are applied) is in the range for smoke, place two smoke markers in the unit's zone.

Unit Type	Smoke	Destroyed
LW, MG	-	9+
ATG	2 - 3	10+
Truck	-	7+
Recon	-	8+
KV-1a, KV-1c, JS (all), JSU (all)	2 - 5	11+
Churchill, KV-1, KV-2, KV-85, Matilda	2 - 4	10+
KV-1s, Lee, Sherman (all), T-28c, T-34(all), Valentine (all), Wolverine, SU-85, SU-100, SU-122, SU-152	2 - 3	9+
Stuart, T-26, T-28a, T-16 (all), T-70, Su-76m	2	8+
All other tanks & SPGs	-	7+

Notes:

1941 to 1942 = add 1 to number needed to knock out tank / SPG
A double 6 will always destroy an enemy.

- 1) 2 or 3 German controlled sectors: +1
- 2) 4 or 5 German controlled sectors: +2
- 3) Flanking Fire: +2
- 4) Air Strike vs Vehicle: +1
- 5) Artillery vs ATG, MG or LW in woods: +1
- 6) vs MG or LW; for every 6 German squads lost: -1.
- 7) vs Vehicle targets: for every 3 panzers lost: -1.
- 8) Smoke in or between zone: -2 for first marker. -1 for every additional smoke marker.
- 9) For or Falling Snow: -2.
- 10) Advancing fire or Artillery fire vs vehicles (not trucks): -2.

Advancing Fire

Place 6 advancing fire markers in sectors 4-5 / 9-10 and in the close or medium ranges of sector 6-8. For every 3 panzer losses (round up), omit one advancing fire marker. Advancing fire expends 1D6-1 HE rounds and 1D6-1 MG ammo boxes.

ENEMY ACTION – COUNTER ATTACK

(2D6)	SPG / Tank	MG / LW
12	Fire – Infantry	Fire – Infantry
11	Fire – Your panzer	Fire – Your panzer
9, 10	Fire – Any panzer [1]	Fire – Infantry
8	Move – F	Move – F
7	Move – L/R	Move – L/R
6	Move – F	Move – F
5	Do Nothing [2]	Do Nothing [2]
4	Move – B	Move – B
3	Fire – Infantry	Fire – Infantry
2	Do Nothing	Do Nothing

Notes:

- 1) Fires at your panzer instead if you are firing at its front. If you are firing at its side or rear, it moves back.
- 2) In ambush turns, fire at lead panzer (or your panzer if MG / LW). A roll of 2 is always "Do Nothing", even if it is an ambush turn. MG or LW fire at your panzer is resolved on the collateral damage table.
- Move L/R: roll 1D6. 1-3 = Move L, 4-6 = Move R.

ENEMY ACTION – ADVANCE SCENARIO

(2D6)	SPG / Tank	Truck / Recon	ATG	MG / LW
12	Fire - Lead Panzer	Move – B	Fire – Lead Panzer	Fire – Infantry
11	Fire - Your Panzer	Fire – Your Panzer [4]	Fire – Your Panzer	Fire – Your Panzer
10	Move – F	Move – F	Fire – Lead Panzer	Do Nothing
9	Fire – Lead Panzer	Move – B	Fire – Lead Panzer	Fire – Infantry
8	Fire – Any Panzer [1]	Move – B	Fire – Any Panzer [2]	Fire – Infantry
7	Move – L/R	Move L/R	Fire – Any Panzer [2]	Move L/R
6	Do Nothing [3]	Do Nothing [3]	Do Nothing [3]	Do Nothing [3]
5	Do Nothing [3]	Do Nothing [3]	Move – B	Move – B
4	Move – B	Do Nothing [3]	Move – B	Move – F
3	Fire – Infantry	Fire – Infantry [4]	Move – B	Fire - Infantry
2	Do Nothing	Do Nothing	Do Nothing	Do Nothing

Notes:

- 1) Fires at your panzer instead if you are firing at its front. If you are firing at its side or rear, it moves back.
- 2) Fires at your panzer instead if you are firing at it.
- 3) In ambush turns, fire at lead panzer (or your panzer if MG / LW / Recon). A roll of 2 is always "Do Nothing", even if it is an ambush turn.
Move L/R: roll 1D6. 1-3 = Move L, 4-6 = Move R.
- 4) Trucks don't fire at infantry or your panzer, Instead, they do nothing.
Recon, MG or LW fire at your panzer is resolved on the collateral damage table.

ENEMY ACTION – BATTLE SCENARIO

(2d6)	SPG / Tank	ATG	MG / LW
12	Move – F	Fire – Any Panzer	Move - F
11	Fire – Your Panzer	Fire – Your Panzer	Fire – Your Panzer
10	Fire – Lead Panzer	Fire – Lead Panzer	Fire - Infantry
8, 9	Fire – Any Panzer [1]	Fire – Any Panzer [2]	Fire - Infantry
7	Fire – Any Panzer [1]	Fire – Any Panzer [2]	Move – L/R
6	Do Nothing [3]	Move – B	Do Nothing [3]
5	Move – L/R	Do Nothing [3]	Move – B
4	Move – B	Do Nothing [3]	Move – F
3	Fire - Infantry	Do Nothing [3]	Move – F
2	Do Nothing	Do Nothing	Do Nothing

Notes:

- 1) Fires at your panzer instead if you are firing at its front. If you are firing at its side or rear, it moves back.
- 2) Fires at your panzer instead if you are firing at it.
- 3) In ambush turns, fire at lead tank (or your panzer if MG / LW). A roll of 2 is always "Do Nothing", even if it is an ambush turn.
MG or LW fire at your panzer is resolved on the collateral damage table.
Move L/R: roll 1D6. 1-3 = Move L, 4-6 = Move R.

RANDOM EVENTS TABLE			
(2D6)	Scenario		
	Advance	Battle	Counter Attack
12	Close Assault	Close Assault	Close Assault
11	Harassing Fire	Enemy Advance	Harassing Fire
10	Roll 1D6: 1-3 = Friendly Advance 4-6 = Enemy Artillery	Enemy Artillery	Enemy Reinforcement
9	Friendly Advance	Enemy Reinforcement	Friendly Advance
8	Friendly Advance	Friendly Advance	Enemy Artillery
7	Enemy Reinforcement	Flanking Fire	Enemy Advance
6	Flanking Fire	Enemy Reinforcement	Enemy Reinforcement
5	Flanking Fire	Friendly Advance	Flanking Fire
4	Friendly Artillery	Harassing Fire	Enemy Reinforcement
3	Time Passes	Time Passes	Time Passes
2	Minefield	Minefield	Enemy Reinforcement

Event Descriptions

1) Time Passes: Mark off 15 minutes of time

2) Friendly Artillery: Roll against each enemy on the Friendly Action Table

3) Enemy Artillery: Roll 2D6 to knock out friendly infantry squads: 2-7 = 1 knocked out, 8-10 = 2 knocked out., 11-12 = 3 knocked out. Roll on the Collateral Damage table.

4) Minefield: No effect if not moving. If moving, see Minefield table.

5) Close Assault: See Close Assault Table.

6) Harassing Fire: Your panzer is sprayed with small weapons fire. Roll on the Collateral Damage Table.

7) Friendly Advance: Place one German control marker in a sector of your choice that is empty of enemy units and adjacent to a sector already German controlled. If no sector qualifies, make an attack against one enemy unit on the Friendly Action Table. The attacked unit must be adjacent to one of your controlled sectors.

8) Enemy Reinforcement: Activate one additional enemy unit for an Advance scenario, two units for Battle or Counter Attack scenarios.

9) Enemy Advance: Remove one German control marker from a Battle Board sector adjacent to an enemy unit. If two sectors are eligible, roll 1D6: 1-3 = Left hand sector, 4-6 = right hand sector. Ignore this event if no sector qualifies.

10) Flanking Fire: Roll against each enemy unit on the Friendly Action Table, with a dice roll modifier of +2.

MINEFIELD TABLE	
(2D6)	Effect
6 – 12	No effect
5	Your Panzer Disabled
2 - 4	Friendly Panzer Destroyed

A disabled panzer is finished for the day when combat in this area is resolved. Mark a disabled tank with a Thrown Track marker. Roll 2D6 for the effect on the crew. 2 -3 = Driver possibly injured, 4 = Assistant driver possibly injured. 5-12 = no-one injured. Check for wounds on wound table.

CLOSE ASSAULT TABLES	
Determine which sector on the Battle Board the close assault is originating by rolling 2D6. If the sector is German controlled, no attack takes place. If the sector is not German controlled, place the Close Assault marker in the sector's Close range zone.	
If you have any machine guns facing that zone you may make an attack against the Close Assault marker, destroying it on a roll of 10+ (9+ if your crewman's skill is 6-11, 8+ if his skill is 12).	
If your tank is fitted with an NVtW (close defense system) it can fire an NVtW grenade at the enemy. It is operated by the Commander or Loader. The Close Assault marker is destroyed on a roll of 11+.	
If the Close Assault marker is not destroyed, roll dice to determine if your panzer is hit, and then roll dice to determine the effects of any hit.	
CLOSE ASSAULT TO HIT PANZER	
SCENARIO	(2D6)
Advance	10+
Battle	9+
Counter Attack	11+
<i>Dice Roll Modifiers:</i> 1941: -2 1942: -1 1945: +1 Lead panzer: +1 Advancing fire in zone: -4 Close Assault from rear three sectors: +1 Machine Gun or NVtW used against Close Assault: -1 Pz IIIn, PzIVh, PzIVj: -1 An unmodified dice roll of 12 is always a hit.	
CLOSE ASSAULT EFFECT	
(2D6)	EFFECT
8 - 12	Panzer Knocked Out
2 - 7	Panzer Disabled
<i>Dice Roll Modifiers:</i> 1941: -3 1942: -2 1943: -1	

SPOTTING
Roll 2D6. The enemy unit is spotted if the roll is equal to or less than the crewman's Skill.
If the roll is equal to or less than half of the crewman's skill (round fractions up) the unit is spotted and identified.
[An unmodified roll of 11 or 12 = "hidden", an unmodified roll of 2 or 3 = "spotted & identified"]
<i>Dice roll modifiers:</i> Buttoned Up: +2 (+1 for the commander) Target in woods, building, hull down, or fort: +1 Panzer moving: +1 Target moving: -3 Close Range: -2 Medium range: -1 Falling snow / fog: +1 Per smoke marker: +1 Target fired weapons last turn: -2 Target spotted last turn: -3

ENEMY FIRE COMBAT

Tank, SPG or ATG firing at "any" panzer	Close	Medium	Long
20L	12+	13+	-
37 S, 45	12+	13+	14+
45 L	11+	12+	13+
37 L, 37 A, 40 L, 45 LL, 76 S	10+	11+	12+
75 A, 76,	9+	11+	12+
76 L	8+	10+	12+
57 L	7+	9+	11+
152 S	7+	10+	12+
76 A	6+	8+	10+
152	5+	8+	12+
85 L	5+	8+	11+
122	5+	7+	10+
100 L, 122 L	5+	7+	9+
<i>Notes:</i> Modifiers to dice roll: 1941 = +2, 1941 = +1, 1944 = -1, 1945 = -2 Any unmodified roll of 2 – 6 is always a miss. Fog or Falling Snow: Combat only allowed at Close range. -2 to dice roll Smoke: -1 for every extra smoke marker.			
To Kill Infantry Squad	Close	Medium	Long
152 S, 152, 122, 122 L	6+	8+	10+
Any other SPG / Tank	7+	9+	11+
MG	8+	9+	12+
LW / Recon	9+	10+	12+
<i>Notes:</i> An unmodified roll of 12 always kills an infantry squad. Fog or Falling Snow: Combat only allowed at Close range. -2 to dice roll Smoke: -2 for first marker & -1 for every extra smoke marker.			

RATE OF FIRE TABLE

Roll 2D6. If the number rolled is equal to or greater than the Rate of Fire number for the gun, you may fire again.
 88 L or 88 LL guns only get one extra shot, but other guns can fire as many times as you want, provided you can keep rolling the number needed.

Gun	Fire Extra Shot
37 L	7+
50, 50 L	8+
75 S	9+
75, 75 L, 75 LL	10+
88 L, 88 LL	11+
<i>Dice Roll Modifiers:</i> +1 if ammo taken from the ready rack +1 for every 8 points of Gunner + Loader Skill (Also use Assistant driver skill level if he passes ammo - may not assist if the ready rack is used).	

PANZER MAIN GUN TO HIT VEHICLE

Roll 2D6 to hit the enemy.

	Close	Medium	Long
75 S	5+	9+	12+
37 L, 50	5+	8+	11+
50 L	5+	7+	9+
75, 75 L, 88 L, 75LL	5+	6+	8+
88 LL	5+	6+	7+
<i>Dice Roll Modifiers:</i>			
Acquired Target 1	+1	+1	+2
Acquired Target 2	+2	+3	+4
Target Moving	-3	-4	-5
Deliberate Immobilization [1]	-7	-5	-3
Target in Woods	-1	-1	-2
Very Large Target	+1	+2	+3
Large Target	+1	+1	+2
Small Target	-1		
Rotate Turret & Fire	-1 per sector		
Buttoned Up [2]	-1		
Crew Rating [3]	+1 for every 8 skill points		
Panzer Moving / Pivoting	-4		
Fog or Falling Snow [4]	-1		
Through or into Smoke [4]	-1		

Notes:

[1] Any hit immobilizes the enemy. Place a Thrown Track marker on it. It can't change facing. If it is at Close or Medium range and you pivot and then move forwards, you can change its facing from Front to Side or from Side to Back.

[2] The Buttoned Up modifier applies to the first shot at a new target when the commander not directing fire from an open hatch.

[3] Apply Gunner skill. If the Commander is directing fire, add his skill. The total, divided by 8 (rounding fractions down) is the dice roll modifier.

[4] If smoke is in your zone, the target's zone or any zone in between. For every extra smoke marker, apply a modifier of -1.

An unmodified roll of 12 always hits the enemy

An unmodified roll of 2 is a gun malfunction

PANZER MAIN GUN PENETRATION

	AP Short	AP Medium	AP Long	HE
37 L	-6	-7	-9	-11
50	-3	-5	-7	-10
50 L	-2	-4	-6	-10
75 S	-5	-6	-7	-8
75	0	-1	-3	-9
75 L	+1	0	-2	-9
75 LL	+5	+3	0	-9
88 L	+2	+1	-1	-6
88 LL	+6	+5	+2	-6
HEAT (all ranges)= 1941: -5, 1942: -3, March '43: -2, June '44: 0. HVAP: AP +2 at Close or Medium ranges, +1 at Long range.				

PANZER GUN TO DESTROY TANK

Once you have hit the enemy:

- 1) Check the Hit Location table to see what part of the enemy tank you hit.
- 2) If you have been acquired as a target by the enemy tank you have hit, its turret will be facing towards you. Any turret hit will be on the front turret armour.
- 3) If the enemy is facing you, you hit its front armour. If you are firing at its side, you hit its side armour. If you are firing at its rear, you hit its rear armour.
- 4) Roll a number on 2D6 equal to or greater than the target's armour to destroy it. The target's armour value can be found in the Soviet tank / SPG / Recon data tables. Apply your main gun's penetration value as a dice roll modifier.
- 5) if using HVAP ammunition, gain a +2 modifier at Close & Medium ranges, & +1 at Long range.

CRITICAL HITS

An unmodified roll of 12 when checking to see if you destroy an enemy means that you have scored a critical hit. Roll 1D6 and add the following extra points to your total.

Close range = 1D6 +4
 Medium range = 1D6 +2
 Long range = 1D6

DESTROYING TRUCKS

Panzers can fire their main guns or machine guns at trucks.
 Machine gun fire is resolved as if the truck was a stationary LW.

Gun	(2D6)	
	AP	HE
37 L	8+	5+
50, 50 L	7+	4+
75 s, 70, 70 L, 70 LL	5+	3+
88 L, 88 LL	4+	Automatic Kill

PANZER MACHINE GUN vs INFANTRY

Roll 2D6 to hit and destroy the enemy.

	Close	Medium	Long
MP-40	11+	-	-
AA or Co-Axial	9+	10+	11+
PzIIIE / G Co-Axial	8+	9+	11+
Bow	10+	-	-

Dice Roll Modifiers:

- +1 Crewman skill 8 or more
- 1 Panzer moving or pivoting
- 1 Target in woods
- 1 Target is ATG except 85L, 122 or 152 s
- 2 Target in building
- 3 Target is in fortification
- +1 vs LW moving in open
- 1 Advancing fire (Roll 1d6: 1-2 = one ammo box expended)
- 1 Smoke in your zone, (per smoke marker)
- 1 Fog or Falling Snow. No combat at Medium or Long ranges.

Panzer hull down: Bow cannot fire.

An unmodified roll of 12 will always destroy the enemy.

An unmodified roll of 2 is a gun malfunction.

PANZER MAIN GUN vs INFANTRY

Roll 2D6 to hit and destroy the enemy.

	Close	Medium	Long
37 L	12+	13+	14+
50, 50 L	11+	12+	13+
75 s	9+	11+	13+
75, 75 L, 75 LL	10 +	11+	12+
88 L, 88 LL	8+	9+	10+

Dice Roll Modifiers:

- +1 For every 8 skill points [1]
- +1 For each extra round fired, beyond the first
- +1 LW moving in open
- +1 Acquired Target 1
- +2 Acquired Target 2
- 1 Buttoned up [2]
- 1 Target in woods
- 2 Target in building
- 3 Target in fortification
- 1 Target is ATG except 85 L, 122 or 152s
- 1 Rotate turret and fire (-1 per sector)
- 1 Through or into Smoke (-1 per smoke marker)
- 1 Fog or falling snow
- 2 Panzer moving or pivoting

Notes:

[1] Apply Gunner skill. If the Commander is directing fire, add his skill if from an open hatch or half his skill if buttoned up. The total, divided by 8 (rounding fractions down) is the dice roll modifier.

[2] The Buttoned Up modifier applies to the first shot at a new target when the commander not directing fire from an open hatch.

An unmodified roll of 12 always destroys the enemy

An unmodified roll of 2 is a gun malfunction.

GUN MALFUNCTION REPAIR TABLE

Malfunctioning guns can be repaired by the following crewmen:

Loader = main gun, co-axial MG, AA MG.

Assistant driver = bow MG

Commander = AA MG

Gunner = May assist loader repairing main gun

(2D6)	Result
10 - 12	Gun repaired
4 - 11	Gun still malfunctioned
2 - 3	Gun broken for the rest of the day

Dice Roll Modifiers:

- +1 per 8 points of crewman skill

An unmodified roll of 2 is always a broken gun

Once a battle is resolved, immediately repair any malfunctioning guns. If the gun doesn't break it is automatically repaired.

ENEMY TO HIT YOUR PANZER

Gun Type	Base Number to Hit (2D6)		
	Close	Medium	Long
37 s, 76 s, 152 s	5+	9+	12+
45, 76, 152	4+	8+	11+
20 L	4+	7+	-
37 L, 45L, 75 A, 76 L	4+	7+	10+
85 L, 122, 122 L	4+	7+	9+
37 A, 40 L, 45 LL, 57 L	4+	6+	10+
100 L	4+	6+	9+
76 A	4+	6+	8+
Dice Roll Modifiers			
Pz V or VI	+1	+1	+1
1 st shot from Tank or SPG	-2	-2	-2
Acquired 1*	+1	+2	+3
Acquired 2*	+2	+3	+4
Panzer is Moving	-3	-3	-3
Panzer is Hull Down	Hull or Track = Miss		
Firing through Smoke	-2 ^	-2 ^	-2 ^
Falling Snow or Fog	-2	P	P
<i>Notes:</i> *Mark your panzer with an "Acquired 1" marker when fired on. The modifier applies if the same unit fires at you again before it moves. After the second shot at your tank, place an "Acquired 2" marker on your panzer. ^ -2 if one smoke marker is in your zone, the enemy's zone or any zone in between. -1 for all additional smoke markers. P = fire at Medium and Long range prohibited. An unmodified roll of 2 will always miss, and an unmodified roll of 12 will always hit.			

GUN PENETRATION vs YOUR PANZER

The enemy needs to roll a number on 2D6 equal to or greater to your armour value to knock out your tank. Modify the dice roll by the gun's penetration value as noted below.

Gun	Modifier to Penetration Dice Roll		
	Close	Medium	Long
37 s	-8	-9	-10
20 L, 45	-7	-8	-10
45 L	-6	-7	-8
37 L	-5	-6	-8
76 s	-5	-6	-7
45 LL	-4	-6	-8
37 A, 40 L	-4	-5	-8
76	-3	-4	-6
75 A	-3	-4	-5
76 L	-2	-3	-5
57 L	-1	-3	-5
76 A	0	-1	-3
152 s	0	-1	-2
85 L	+1	0	-2
122	+3	+2	0
152	+4	+3	+1
122 L	+6	+5	+3
100 L	+8	+7	+4

Notes:

- 1) The 20 L is a semi automatic gun. Roll twice for hits.
- 2) Critical hits possible. If a double 6 is rolled, roll 1D6: at close range a critical hit is rolled on a 4-6, at medium on a 5-6 and at long range on a 6.
- 3) A double 1 is always no effect.

HIT LOCATION TABLE

Roll 2D6 to determine what part of a vehicle has been hit by the enemy gun.

NORMAL		HULL DOWN	
(2D6)	Location	(2D6)	Location
9 - 12	Turret	8 - 12	Turret
4 - 8	Hull	2 - 7	Miss
2 - 3	Track		
<i>Note:</i> A Track hit automatically disables the vehicle. Mark it with a Thrown Track marker.			

PANZER EXPLOSION TABLE

Roll 2D6. A panzer explodes on a roll of 2 or less. Apply the following modifiers:

-2	Hull Hit
-1	Hit from 85 L
-2	Hit from 100 L
-3	Hit from 122 or 122 L
-4	Hit from 152 s or 152
If a panzer explodes, all crewmen are killed.	

BAIL OUT TABLE

(2D6)	Effect
3 - 12	Crewman out
2 or less	Crewman unable to get out
<i>Dice Roll Modifiers:</i> 1) As effect on Wounds Table 2) Loader in Pz V: -1 3) Gunner in Pz V: -2 4) Loader in Pz VI: -1 3) Gunner & Loader in Pz III / PzIV if schutzen fitted to turret: -1	

PANZER BREW UP TABLE

	PzIII	PzIV	PzV	PzVI
To Brew Up (2D6)	2 - 9	2 - 8	2 - 7	2 - 6

WOUNDS TABLE			
(2D6)	Wound	Effect	Effect on Bailing Out
8 - 12	Near Miss	-	-
7	Unconscious [1]	Incapacitated	Can't bail out
6	Light Wound	-	-
5	Light Wound	Recovering 1 week	-
4	Serious Wound	Recovering 2D6-1 weeks	Bail out -3
3	Serious Wound	Sent home	Can't bail out
2	Killed	Out of game	Can't bail out
<p><i>Dice Roll Modifiers:</i></p> <p>-? See hit location effects table</p> <p>+1 if crewman is attempting a rescue and has skill 6-11</p> <p>+2 if crewman is attempting a rescue and has skill 12</p> <p>-3 minefield attack</p> <p>+1 for crewman manning an AA MG or Sub MG and rolling for wounds due to collateral damage</p> <p>-1 for rolls due to harassing fire if all non-German controlled zones are under advancing fire or if no LW, MG or Recon unit is in Close or Medium range.</p> <p>+1 if hit by 100 L</p> <p>+2 if hit by 122 or 122 L</p> <p>+3 if hit by 152 s or 152</p> <p>+1 if panzer hit by Close Assault</p>			
<p><i>Notes:</i></p> <p>1) Unconscious only applies to Close Assault / Tank / SPG / Minefield attacks. otherwise treat as Light Wound with no other effect.</p> <p>2) Unconscious men are temporarily incapacitated. During the Crew Actions Phase roll 1D6: 1-3 = remain unconscious, 4-6 = conscious.</p> <p>3) Recovering crewman are temporarily replaced by a new recruit of skill 1D6 (1945 = 1D6-1).</p> <p>4) An unmodified roll of 12 always kills.</p> <p>5) <i>After Bail-Out:</i> Apply a -2 modifier if there is <i>any</i> smoke on the panzer. (Only applies to After Bail-Out wound table rolls.)</p>			

HIT LOCATION CREW EFFECTS	
The direction from which a Soviet Tank or SPG penetrates the tank affects the wounds of the crew by modifying the dice rolls on the wounds table.	
Location	Effect
Turret Front	D & A (+3)
Turret Right	D & A (+3), G (-2), L (+2)
Turret Left	D & A (+3), G (+2), L (-2)
Turret Back	D & A (+3), C (-2)
Hull Front	D & A (-2), C (+2)
Hull Front Right	D & L (+2), A & G (-2)
Hull Front Left	D & L (+2), A & G (-2)
Hull Back Right	D & A (+5), Others (+4)
Hull Back Left	D & A (+5), Others (+4)
Hull Rear	D & A (+5), Others (+4)
D = Driver, A = Assistant Driver, G = Gunner, L = Loader, C = Commander	

COLLATERAL DAMAGE TABLE	
(2D6)	Effect
12	Possible Crew Injury ^
11	AAMG Broken
10	Possible Crew Injury ^
9	Periscope Broken *
8	Possible Crew Injury ^
2 - 7	No Effect
<p><i>Notes:</i></p> <p>^ Roll 1D6 to determine which crewman could be injured, if at an open hatch (roll on Wounds table for that crewman): 1 = D, 2 = A, 3 = G, 4 = L, 5,6 = C</p> <p>*Roll 1D6 to determine which periscope is broken: 1 = D, 2 = A, 3 = G, 4 = L, 5 = C, 6 = Gun Sight.</p> <p>If a periscope is broken it can be replaced. Crewmen with a broken periscope cannot spot, fire weapons (other than SD or NVtW) or drive the panzer unless their hatch is open.</p> <p>A broken AAMG cannot be fired for the rest of the day.</p> <p>If a gun sight is broken the main gun can only be fired at close range, with a dice roll modifier of -4.</p>	

MOVEMENT TABLES**PART 1: EFFECT ON PANZER**

Crew Action (2D6)		Effect
Forward	Forward to Hull Down	
-	10 - 12	Hull Down
3 - 12	3 - 9	No Effect
2	2	Thrown Track
1	1	Bogged Down

Dice Roll Modifiers:

- +1 for every 8 points of driver skill
(include commander's skill if he is directing movement from an open hatch. If the commander is directing movement from inside the panzer, use half the commander's rating – rounding fractions down.)
- 1 Driver buttoned up
-1 Ground Snow
-2 Deep Snow or Mud

Notes:

- 1) An unmodified roll of 2 always means the panzer is bogged down.
- 2) A bogged down panzer can only attempt to move by rolling on the Bogged Down Table. Once free it can move normally.
- 3) A panzer with a thrown track requires assistance and can't move until the battle in this area ends. Thereafter, a panzer with a thrown track is finished with combat for the rest of the day.

PART 2: EFFECT ON ENEMY UNITS

	Crew Action (2D6)			
	Forward	Reverse	Forward to Hull Down	Reverse to Hull Down
11 - 12	A	B	A	B
10	A	B	A	CF
9	A	CF	CF	-
8	A	CF	-	-
7	CF	-	-	-
2 - 6	-	-	-	-

(See diagram 11.2 in the rules)

- A : Enemy units move one zone forward and check facing.
B: Enemy units move one zone backwards and check facing.
CF: Enemy units check facing

BOGGED DOWN MOVEMENT TABLE

(2D6)	Effect
11 - 12	Panzer Free
5 - 10	Still Bogged Down
4	Panzer Throws Track
2 - 3	Assistance Required

Notes:

An unmodified roll of 2 always means that assistance is required. If Assistance is required, the panzer can't move for the rest of the battle. However, once the battle is over it is freed with the assistance of friendly forces. This takes 30 minutes.

Dice Roll Modifiers:

- +1 for every 8 points of driver skill
(include commander's skill if he is directing movement from an open hatch. If the commander is directing movement from inside the panzer, use half the commander's rating – rounding fractions down.)
- +1 if driver buttoned up.

EXIT AREA TABLE

(1D6)	
6	7 areas clockwise from entry area
5	5 areas clockwise from entry area
4	3 area clockwise from entry area
3	3 areas anti-clockwise from entry area
2	5 areas anti-clockwise from entry area
1	7 areas anti-clockwise from entry area

RESISTANCE TABLE

Area Resistance	EXPECTED RESISTANCE			Combat Occurs
	Light	Medium	Heavy	
Heavy	-	11 - 12	10 - 12	5+
Medium	10 - 12	8 - 10	6 - 9	7+
Light	2 - 9	2 - 7	2 - 5	9+

Dice Roll Modifiers to "Combat Occurs":

Urban: +1 Farm Land: -1

Combat in Light resistance area: 2 enemy units

Combat in Medium resistance area: 3 enemy units

Combat in Heavy resistance area: 4 enemy units

ACTIVATION TABLE – 1941

(2D6)	Advance	Battle	Counter Attack
12	SPG	SPG	SPG
11	LW	Tank	Tank
10	Tank	Tank	Tank
9	LW	ATG	Tank
8	LW	LW	LW
7	Recon	MG	LW
6	Truck	LW	LW
5	ATG	LW	LW
4	LW	LW	LW
3	MG	LW	MG
2	LW	LW	MG

Unidentified Tank: June – Oct = BT-7., Nov – Dec: T-34a

Unidentified SPG: SU-45. Unidentified ATG: 76 L

ACTIVATION TABLE – 1942-43

(2d6)	Advance	Battle	Counter Attack
12	Tank	Tank	Tank
11	SPG	SPG	SPG
10	LW	Tank	Tank
9	Tank	Tank	Tank
8	LW	ATG	Tank
7	Recon	MG	LW
6	ATG	LW	LW
5	Truck	LW	LW
4	LW	LW	LW
3	MG	LW	MG
2	LW	LW	MG

Unidentified Tank: KV-1a.

Unidentified SPG: 1942 = SU-45,

1943 = SU-76m (Jan-Jun), SU-122 (July-Dec)

Unidentified ATG: 76 L

ACTIVATION TABLE – 1944-45

(2D6)	Advance	Battle	Counter Attack
12	SPG	Tank	Tank
11	Tank	ATG	Tank
10	SPG	SPG	SPG
9	LW	Tank	Tank
8	Tank	Tank	Tank
7	ATG	MG	Tank
6	Truck	ATG	LW
5	LW	LW	LW
4	Recon	LW	MG
3	MG	LW	MG
2	MG	LW	MG
Unidentified Tank: T-34/85			
Unidentified SPG: SU-122			
Unidentified ATG: 85 L			

BATTLE BOARD PLACEMENT TABLES**RANGE TABLE (2D6)**

	LW	MG	Other
Long	-	10 - 12	9 - 12
Medium	8 - 12	6 - 9	5 - 8
Close	2 - 7	2 - 5	2 - 5

VEHICLE FACING TABLE (2D6)

	SPG	Tank
Front	7 - 12	8 - 12
Side	5 - 6	5 - 7
Rear	2 - 4	2 - 4

VEHICLE TERRAIN TABLE (2D6)

	Movement Board Terrain			
	Village	Farm Land	Urban	Forest
Moving in Open	10 - 12	10 - 12	10 - 12	10 - 12
Open	7 - 9	6 - 9	8, 9	9
Woods	6	5	3	5 - 8
Hull Down	2 - 5	2 - 4	2	2 - 4

Counter Attack: +2 to dice roll.

INFANTRY TERRAIN TABLE (2D6)

	Movement Board Terrain			
	Village	Farm Land	Urban	Forest
Moving in Open	11 - 12	11 - 12	12	11 - 12
Open	9, 10	7 - 10	10, 11	9, 10
Woods	7, 8	5, 6	9	3 - 8
Building	2 - 6	3, 4	3 - 8	-
Fortification	2	2	2	2

Counter Attack: +2 to dice roll

"Moving in Open" only applies to LW units.

Identified Enemy: June – October 1941

12	T-35	SU-45	122
11	KV [1]	SU-45	76 s
10	T34 [2]	SU-45	76 L
9	BT-7a	SU-45	76
7, 8	BT-7	SU-37	76
6	BT-5	SU-37	45 L
5	T-26	SU-37	45 L
4	T-28 [3]	SU-37	45 L
3	BA [4]	SU-37	37 L
2	T-18	SU-37	152 s

Notes:

[1] 1-2 = KV-1, 3-4 = KV-1a, 5-6 = KV-2

[2] 1-4 = T-34a, 5-6 = T-34b

[3] 1-3 = T-28a, 4-6 = T-28c

[4] 1-3 = BA-10, 4-6 = BA-27

Identified Enemy: November – December 1941

	Tank	SPG	ATG
12	T-35	SU-45	122
11	T-28 [1]	SU-45	57 L
10	KV [2]	SU-45	76 s
9	Valentine II	SU-45	76 L
8	Valentine II	SU-45	76
7	Matilda	SU-45	76
6	T-34 [3]	SU-37	45 L
5	BT-7 [4]	SU-37	45 L
4	T-26	SU-37	45 L
3	BT-5	SU-37	37 L
2	T-60 [5]	SU-37	152 s

Notes:

[1] 1 = T-28a, 2-6 = T-28c

[2] 1-2 = KV-1, 3-5 = KV-1a, 6 = KV-2

[3] 1-2 = T-34a, 3-6 = T-34b

[4] 1-2 = BT-7a, 3-6 = BT-7

[5] 1-2 = BA-10, 3-6 = T-60

Identified Enemy: January – June 1942

	Tank	SPG	ATG
12	Churchill	SU-45	122
11	Matilda	SU-45	45 LL
10	Valentine II	SU-45	57 L
9	Valentine II	SU-45	76 L
7, 8	T-34b	SU-45	76
6	T-34b	SU-37	45 L
5	T-26	SU-37	45 L
4	KV-1 [1]	SU-37	45 L
3	T-60 [2]	SU-37	37 L
2	KV-1s	SU-37	152 s

Notes:

[1] 1-5 = KV-1a, 6 = KV-1s

[2] 1 = BA-10, 2-6 = T-60

Identified Enemy: July – December 1942			
	Tank	SPG	ATG
12	British [1]	SU-76m	122
11	British [1]	SU-76m	45 LL
10	American [2]	SU-45	57 L
9	KV-1 [3]	SU-45	76
7, 8	T-34b	SU-45	76 L
5, 6	T-34b	SU-45	45 L
5	T-26	SU-37	45 L
4	T-60 [4]	SU-37	37 L
3	T-70	SU-37	152 s
Notes: [1] 1 = Churchill, 2-4 = Valentine II, 5-6 = Matilda [2] 1-2 = Stuart, 3-4 = Lee, 5-6 = Sherman 75. [3] 1-3 = KV-1a, 4-5 = KV-1c, 6 = KV-1s [4] 1-3 = T-34/57, 4-5 = T-60, 6 = T-60b			

Identified Enemy: January – June 1944			
	Tank	SPG	ATG
12	American [1]	SU-152	122
11	JS-85	JSU-122	85 L
10	Sherman 75	SU-57	76 L
9	T-34c	SU-122	76 L
8	T-34b	SU-76i	76 L
7	T-34b	SU-76m	45 LL
6	T-34b	SU-76m	45 L
5	T-34b	SU-85	45 L
4	T-34b	SU-45	57 L
3	KV-85 [2]	JSU-152	37 L
2	T-70	SU-37	152 s
Notes: [1] 1-4 = Stuart, 5 = Wolverine, 6 = KV-1s [2] January to March = KV-85. April to June = T-34/85			

Identified Enemy: January – June 1943			
	Tank	SPG	ATG
12	KV-1c	SU-122	122
11	British [1]	SU-122	76 L
10	American [2]	SU-76m	76 L
9	KV-1 [3]	SU-76m	76 L
8	T-34b	SU-76m	45 LL
7	T-34b	SU-76m	45 L
5, 6	T-34b	SU-45	45 L
4	T-34b	SU-45	57 L
3	T-70 [4]	SU-37	37 L
2	T-60b	SU-37	152 s
Notes: [1] 1 = Churchill, 2-3 = Valentine II, 4 = Matilda, 5-6 = Valentine IX [2] 1-2 = Stuart, 3 = Lee, 4-6 = Sherman 75 [3] 1-4 = KV-1a, 5-6 = KV-1s [4] 1-2 = T-34/57, 3-6 = T-70			

Identified Enemy: July – December 1944			
	Tank	SPG	ATG
12	JS-2	SU-152	122
11	JS-85	JSU-122	85 L
10	T-34/85	SU-57	76 L
9	American [1]	SU-122	76 L
8	T-34/85	SU-76i	76 L
7	T-34c	SU-76m	45 LL
6	T-34c	SU-76m	45 L
5	T-34b	SU-85	45 L
4	T-34b	SU-45	57 L
3	T-34b	JSU-152	37 L
2	JS-2 [2]	SU-37	152 s
Notes: [1] 1-2 = Stuart, 3-6 = Sherman 75 [2] 1 = KV-1s, 2-5 = JS-2, 6 = Wolverine			

Identified Enemy: July – December 1943			
	Tank	SPG	ATG
12	British [1]	SU-85 [6]	122
11	JS-85 [2]	SU-152	85 L
10	American [3]	SU-122	76 L
9	T-34c [4]	SU-76i	76 L
8	KV [5]	SU-76m	45 LL
5 - 7	T-34b	SU-76m	45 L
4	T-34b	SU-45	57 L
3	T-70	SU-57	37 L
2	KV-85 [2]	SU-37	152 s
Notes: [1] 1 = Churchill, 2 = Valentine II, 3-5 = Valentine IX, 6 = Wolverine* [2] Only October to December. Otherwise, KV-1a. [3] 1-2 = Stuart, 3 = Lee, 4-6 = Sherman 75 [4] Only October to December. Otherwise, T-34b [5] 1-3 = KV-1a, 4-5 = KV-1c, 6 = KV-1s [6] Only October to December. Otherwise, SU-45 *The Wolverine was American, but it was rare and fits better in here.			

Identified Enemy: January – May 1945			
	Tank	SPG	ATG
12	JS-3 [1]	SU-100 [4]	122
11	JS-85	SU-152	85 L
10	JS-2	JSU-122	76 L
9	American [2]	SU-122	76 L
8	T-34/85	SU-85	76 L
7	T-34/85	SU-76i	45 LL
6	T-34c	SU-76m	45 LL
5	T-34c	SU-76m	45 L
4	T-34c	JSU-152	57 L
3	T-34c	SU-57	37 L
2	T-34b [3]	SU-45	100 L
Notes: [1] January to March = JS-2. April & May: 1-5 = JS-3, 6 = JS-100 [2] January to March: 1 = Stuart, 2-4 = Sherman 75, 5-6 = Sherman 76. April & May: 1 = Stuart, 2-3 = Sherman 75, 4-6 = Sherman 76. [3] 1-4 = T-34b, 5 = KV-1s, 6 = Wolverine [4] 1-4 = SU-85, 5-6 = SU-100			

CAMPAIGN EVENT

(2D6)

Roll once per week.

Month	Refit*	No Scenario	Scenario
January	2 - 4	5 - 8	9 - 12
February, March	2 - 4	5 - 7	8 - 12
April - May	2 - 4	5 - 6	7 - 12
June - September	2 - 3	4 - 5	6 - 12
October	2 - 3	4 - 6	7 - 12
November	2 - 4	5 - 7	8 - 12
December	2 - 4	5 - 8	9 - 12

EXTRA SCENARIOS

Once a scenario has been completed roll 2D6 and consult this table. You can have a maximum of 7 scenario per week.

7 - 12	Extra Battle
3 - 6	No Battle
2	Refit*

Note:

*Ignore "Refit" result if you have already had a refit during this month or the previous month.

Refits last for 1D6-1 weeks (minimum of 1 week)

SCENARIO TYPE

Date	Counter Attack	Battle	Advance
June - July 1941	2	3	4 - 12
August - October 1941	2	3 - 4	5 - 12
November - December 1941	2 - 4	5 - 8	9 - 12
1942	2 - 5	6 - 8	9 - 12
1943	2 - 6	7 - 9	10 - 12
1944	2 - 7	8 - 9	10 - 12
1945	2 - 8	9 - 10	11 - 12

EXPECTED RESISTANCE

Date	Light	Medium	Heavy
June - July 1941	1 - 10	11, 12	-
August - October 1941	2 - 9	10, 11	12
November - December 1941	2 - 7	8, 9	10 - 12
1942	2 - 6	7 - 9	10 - 12
1943	2 - 5	6 - 8	9 - 12
1944	2 - 4	5 - 7	8 - 12
1945	2 - 3	4 - 6	7 - 12

MOVEMENT BOARD

	BOARD TYPE			
	D	B	A	C
1941	2 - 3	4 - 8	9 - 11	12
1942-43	2 - 3	4 - 7	8 - 10	11 - 12
1944	2 - 4	5 - 6	7 - 9	10 - 12
1945	2 - 4	5	6 - 8	9 - 12

PROMOTION TABLE

German Rank	VPs	US Equivalent
Unterfeldwebel	0	Sergeant
Feldwebel	100	Staff Sergeant
Leutnant	200	2 nd Lieutenant
Oberleutnant	300	1 st Lieutenant
Hauptmann	400	Captain
Major	500	Major

MEDAL TABLE

(2d6)x10

Iron Cross 2 nd Class	200
Iron Cross 1 st Class	225
Knight's Cross	250
Knight's Cross with Oak Leaves	300

Modifiers:

+ VPs scored by your panzer (multiplied by 2) during the scenario just played.

+ VPs scored by friendly forces & for captured territory during the scenario just played.

+25 for rescuing a crewman from a tank which burns.

+5 if you are an officer (Leutnant and above)

+5 if the commander was fighting from an open hatch when a roll was made on the Collateral Damage table

+10 if wounded that day

+5 if yours was the lead panzer at any time that day

PANZER AVAILABILITY - 1941		
(2D6)	June – September	October - December
12	Pz IV C	Pz IV C
11	Pz IV E	Pz IV D
10	Pz III E	Pz IV E
9	Pz IV D	Pz III G2
8	Pz III E	Pz III G2
7	Pz III E	Pz III H
6	Pz III G	Pz III H
5	Pz III G2	Pz III E
4	Pz III H	Pz III G
3	Pz IV C	Pz III G2
2	Pz III F	Pz III F

PANZER AVAILABILITY - 1942				
(2D6)	January - March	April – June	July – September	October - December
12	Pz IV F	Pz IV D	Pz IV D	Pz IV D*
11	Pz IV F	Pz IV E	Pz III G2	Pz III H
10	Pz IV F	Pz III G2	Pz III H	Pz III J
9	Pz III G2	Pz III G2	Pz III J	Pz III J
8	Pz III G2	Pz III H	Pz III H	Pz III J
7	Pz III H	Pz III H	Pz III J	Pz III L
6	Pz III H	Pz III H	Pz III L	Pz IV G
5	Pz IV F	Pz III J	Pz IV G	Pz IV G
4	Pz IV E	Pz IV F	Pz IV F	Pz III J
3	Pz IV D	Pz III J	Pz III G2	Pz IV F
2	Pz IV F	Pz III J	Pz IV E	Pz IV E
* Roll 1D6: 1-4 = Pz IV D, 5-6 = Pz VI E				

PANZER AVAILABILITY - 1943				
(2D6)	January - March	April – June	July – September	October - December
12	Pz VI E^	Pz V D	Pz V D	Pz V D
11	Pz III J	Pz VI E	Pz V A	Pz V A
10	Pz III L	Pz IV H	Pz VI E	Pz VI E
9	Pz IV H	Pz IV H	Pz IV H	Pz V A
5 - 8	Pz IV H	Pz IV H	Pz IV H	Pz IV H
4	Pz IV G	Pz IV G	Pz IV H	Pz IV H
3	Pz III N	Pz III N	Pz III N	Pz III N
2	Pz IV *	Pz IV*	Pz IV*	Pz IV*
* Roll 1D6: 1-3 = Pz IV E, 5-6 = Pz IV F				
^ Roll 1D6: 1-2 = Pz IV D, 3-6 = Pz VI E				

PANZER AVAILABILITY - 1944, 45				
(2D6)	January - March '44	April – July '44	August – December '44	1945
12	Pz V G	Pz IV H	Pz VI B	Pz V G
11	Pz IV H	Pz V G	Pz IV H	Pz VI B
10	Pz VI E	Pz VI E	Pz VI E	Pz VI E
9	Pz V A	Pz V G	Pz V G	Pz V G
8	Pz IV H	Pz IV H	Pz V G	Pz V G
3 - 7	Pz IV H	Pz IV H	Pz IV H	Pz IV H
2	Pz III N	Pz III N	Pz III N	Pz III N

PANZER SCHURZEN				
Available from June 1943				
Armoured “skirts” fitted to the hull sides & turret sides & rear of Pz III & Pz IV. Adds +1 to the armour value of hull and / or turret. Subtracts 1 from gunner & loader bail-out rolls.				
Roll 2D6 and consult the schurzen availability tables below. H = Hull sides, T = Turret sides & rear.				
Use the Schurzen counters as a reminder that these are fitted.				
Schurzen	June – July 43	Sept' – Dec' 43	Jan' - Mar' 44	April – June 44
H + T	11 – 12	10 – 12	9 - 12	8 - 12
T	10	9	8	7
none	2 - 9	2 - 8	2 - 7	2 – 6
Schurzen	July – Sept' 44	Oct' – Dec' 44	1945	
H + T	7 - 12	6 - 12	5 - 12	
T	6	5	4	
none	2 - 5	2 - 4	2 - 3	

AAMG AVAILABILITY	
Available from June 1944	
If available, the player has the option of having an AAMG fitted. If fitted, the AAMG (normally detached and stored in the panzer) and its ammunition take up room inside the panzer - reduce the ammunition capacity of the panzer by 2 rounds.	
If one is fitted, use the AAMG counter as a reminder.	
Date	AAMG Available (2D6)
June - August 1944	9 – 12
September – December 1944	8 – 12
1945	11 - 12

CREW SKILL			
(2D6)	1941 – 1943	1944	1945
12	6	5	5
11	5	5	4
10	5	4	4
9	4	4	3
8	4	3	3
7	3	3	2
6	3	2	2
5	2	2	1
4	2	1	1
3	1	1	0
2	1	0	0